SCAN

The Suncoast Apple Tree

Newsletter

May-----1989

INSIDE:

Apple II rumors
A Basic screen dump routine
Jim's Views (printed with Publish It!2)

Upcoming Events:

Azalea Middle School Computerfest
Boston Applefest
Pinellas Park Boy's Club Computerfest

SUNCOAST APPLE TREE
COMPUTER USERS GROUP

WHAT: SCAT Monthly meetings

WHEN: First Tuesday of each month at 6:30 pm

WHO: Loren S. Damewood
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Drew Street. 1 mile west of US 19, just east of Belcher Road

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From the Editor

Well, here it is, the merry month of May, and time for the Applefest in Boston. I am attending again this year, my second in that town and my third altogether, and I am really looking forward to it. If I seem a bit distracted during the next meeting, it is probably because of wondering if I have packed everything I will need, and if I will be able to carry all the things I get while there. There are some good deals available for those who attend, not merely prices on show items, but the chance to meet and talk with Apple enthusiasts from around the country, and also with the individuals who build the hardware and write the software that we use and enjoy. Apple has been getting a certain amount of abuse for their attitude toward the allegedly 'orphaned' Apple // line of computers, and there is talk of the presence of Macintoshes at the 'Fest giving credence to that opinion, but I don't feel that there is any danger of them abandoning us. The article by Edward Floden has something to say on that, and I must say that I agree with him. As long as there are folks who have Apples and use them daily for their various needs, there will be little reason to fear the demise of the // line. Rumors are flying about a new CPU, but no solid information is available as yet. Apple is going to show off a new Video Overlay Card, this Spring, and I will gather as much info on that as I can to

This document was formatted with Appleworks GS, with only a few major crashes, and printed out with an Imagewriter II

bring back to the club. I will also keep an eye out for new software that I have been hoping to see released already. Specifically, there was a demo version of a Font Editor at the Beagle Brothers' booth last Fall, and they are sure to have it further along by now. (Wonder what the hold-up is?)

Here's a sample of what is being said online, in regard to the continued health of the Apple // line:

Fm: Kathryn Beth Willig 71540,2055
To: Larry Zyontz 73647,2050

Larry, I just got the May issue of A2-Central (formerly "Open-Apple") which has some comments about the rumours of the Apple II line being discontinued. In a letter to Uncle Dos, a person comments that there're rumours that the next IIgs will be the last Apple II and that the Apple II line will be discontinued within a year; the writer read it in MacWeek. The writer goes on to say "I've talked to so many Apple II people who refuse to move to a Macintosh that I don't see how Apple can continue to profit without them. I'm doing everything possible to keep my IIe's and IIgs healthy. When they die, it's gonna be IBM for our family."

The response is "The continuing success of the Apple II is very troubling to the Macintosh community. They've learned to live with the idea that the Macintosh isn't going to wipe out MS-DOS, but the fact that thousands more Christmas buyers went with the Apple IIgs than with the cheaper Macintosh Plus gives them ulcers. MacWeek isn't the only magazine having some success at trying to do in the Apple II. I spoke on a panel of computer journalists at the 10th anniversary of the Washington D.C. Apple user group, Washington Apple Pi, in December. Each of the panelists was asked to spend a couple of minutes introducing himself, then we were to take questions as a group. The editor of MacWorld *introduced himself* by saying that the Apple II had at most a year of life left before Apple discontinued it. That's how much the Apple II's success bothers these people.

"The Apple II produces $1 billion a year in revenue for Apple. If you pulled the Apple II out of Apple Inc., the spin-off would be the 327th largest company on the Fortune 500. It would be twice the size of all of Atari and 45 per cent larger than Cray Research. The year before John Sculley came to Apple, the whole company's revenues were only half of what the Apple II alone produces today.

"If you really believe Apple is going to discontinue the Apple II, you should invest everything you own in a Hong Kong stock called Video Technology Holdings Ltd. On the other hand, those who believe Apple is doing more than a mediocre job of promoting the Apple II, enhancing it, and pushing it into new markets should invest their money in U.S. Savings Bonds before some fast-talking promoter takes advantage of their gullibility."

The Macintosh fanatics want to see the end of the Apple II because they dislike the competition, and just may feel that (the small amount of) time Apple spends on it is too much and that they should devote all of their energies to the Mac. Considering how poorly Apple was doing before Sculley came in, and how much of Apple's income is derived from the II line, it seems to me that it would only make business sense to continue the II line; unless Apple thinks that the Apple II owners would automatically move to a Mac. In which case they are wrong about where our loyalty lies. It's not with *Apple* so much as with the *Apple II computer*. And stockholders interested in making money should be *demanding* that Apple not kill off the Apple II. (Prediction: If Apple is so foolish as to kill off the Apple II line, I predict that within a short time they will see their stock plummet, as disgruntled shareholders, disgusted with the company's loss of revenue, sell off their stock.)

Kathryn Beth

Good Stuff

Edward Floden

This month: an explanation of ProDOS pathnames; new products for the IIgs; and an editorial on the future of the Apple II.

A Place For Your Stuff

A storage device can be any of several types: it can be a 5.25-inch floppy disk, or a 3.5-inch disk, or a multi-megabyte hard disk drive, or even a RAM disk. On the IIgs, 3.5-inch disks are normal, and as you accumulate more software (especially productivity software such as word processors, databases and spreadsheets) you might want to use a hard disk drive, which has a storage capacity many times that of a single 3.5-inch disk. A 20 megabyte drive, for example, can hold the equivalent of about 25 3.5-inch disks. RAM disks can also be used for temporary storage; the built-in RAM disk of the IIgs can have as much as 8 megabytes of memory, or as little as zero. But no matter what the actual storage device is, each one is capable of being used to store ProDOS program and data files. (From this point on, I'll refer to storage devices using the general name of "disk".)

Name That File

When you save a file to a disk, you must give that file a name. That name, according the rules of ProDOS, must begin with an alphabetic character (a letter from A through Z), must be fifteen characters or less in length, and cannot contain any characters other than letters of the alphabet, numbers, or periods. Spaces, punctuation marks, and control characters are not permitted. For example, the file name "A2RT.890217" is allowable, but "2RT.890217?" is not (the name cannot begin with a number, or contain punctuation marks), nor is "NEWS.REPORTS.FEBRUARY.10" (contains twenty-four characters; the maximum allowed is fifteen) or "BOOK NOTES" (contains a space). If the name that you want to use contains any illegal characters, you must replace those characters: substituting a period (".") for a space is common practice. If the name is too long, truncate it; while longer file names may be more descriptive, and may help you to identify the file, ProDOS will not accept more than fifteen characters in the name.

Under ProDOS (and GS/OS, too), the disk upon which you save your files must also have a name: this is the "volume name", and it follows the same rules for file names in ProDOS. However, to distinguish the name of a disk volume from the name of a file, the volume name is prefixed with a slash ("/", also known as a virgule). "/APPLEWORKS" is an example of a volume name; "APLWORKS.SYSTEM" would be a filename only. Volume names, like file names, do not need to be lengthy: "/C" and "/D" are perfectly acceptable volumes names (in fact, those are the names of the volumes on my own hard disk drive).

On The Right Path

A volume can contain up to 32 megabytes of information, depending on the size of the disk. The number of files on the volume is limited only by the maximum capacity of the disk: you can have one 32-megabyte file, or you can have 32,000 1-kilobyte files. However, storing 32,000 files on a single disk can be a problem: when you catalog that device, you will be listing every one of those files on the screen, or maybe sending the list to your printer. In either case, to find a particular file, you will need to read the names of a lot of files which are unrelated to the file that you want. If the file for which you are looking is an AppleWorks database file, you might be able to find it more quickly if it was grouped together with all of your other AppleWorks database files. Under ProDOS, you can group together similar files, placing them into a separate division of the disk called a subdirectory.

Every volume has a "root" directory, which you can see by cataloging the volume itself. In the root (or volume) directory of the GS/OS System disk, you will find the following files:

```
Volume: /SYSTEM

File name           Type

 PRODOS             Sys
 SYSTEM             Dir
 ICONS              Dir
 FINDER.DEF         $C9
 FINDER.DATA        $C9
```

To refer to the files on the volume /SYSTEM, you would use the "pathname" of the file. A pathname consists of the full name of a file, including all of the directories under which it is found. For example, the pathname of the file SYSTEM is "/SYSTEM/SYSTEM". Notice the "/" between the name of the volume and the name of the file — this serves to separate the component names of a complete pathname. And, although the file name of "SYSTEM" is the same name as the volume "SYSTEM", there is no conflict between the two names: the SYSTEM subdirectory exists on the SYSTEM volume, and the names are not on the same directory level. If you attempted to add another file named "SYSTEM" to the root directory, then you would have a conflict: your "SYSTEM" file, even it it was not a subdirectory, would be on the same level as the existing SYSTEM file, and ProDOS would not allow you to create the new file.

"SYSTEM" and "ICONS" are subdirectories, with a filetype of "Dir". These two files are not actual programs, but they contain within them the information for locating many other files on the disk volume /SYSTEM.

Going Down

In the SYSTEM subdirectory, you will find the files

```
SK.ACCS          Dir
DRIVERS          Dir
ERROR.MSG        Exe
FINDER.DATA      Bin
FONTS            Dir
FSTS             Dir
GS.OS            $F9
P8               Sys
START            S16
START.GS.OS      $F9
SYSTEM.SETUP     Dir
TOOLS            Dir
```

DESK.ACCS, FONTS, TOOLS, DRIVERS and SYSTEM.SETUP are subdirectories: within these directories lie more files. The pathname to the DESK.ACCS subdirectory is "/SYSTEM/SYSTEM/DESK.ACCS"; the pathname to the START.GS.OS program is "/SYSTEM/SYSTEM/START". Within the DESK.ACCS subdirectory are the files CACHE.NDA and CLOCK. The complete pathnames to these files would be /SYSTEM/SYSTEM/DESK.ACCS/CACHE.NDA and /SYSTEM/SYSTEM/DESK.ACCS/CLOCK.

Because the various files on the /SYSTEM volume are grouped this way, in different subdirectories, you can find a particular file more easily by looking in the subdirectory that contains files of a similar purpose, such as desk accessories which would be found in the subdirectory named "DESK.ACCS".

Full pathnames are not always necessary to identify a file, or to instruct ProDOS to run a program. If you wanted to run the program P8, in the SYSTEM subdirectory of the volume /SYSTEM, you could type (at the Applesoft BASIC prompt) "-/SYSTEM/SYSTEM/P8", with "-" being the "smart" run command. This command would cause the operating system, either ProDOS or GS/OS, to locate the specified file and execute its instructions.

You could execute the P8 file by typing only "-P8", but there is one problem: ProDOS wouldn't know where to find the file. "P8" may identify the file, but it does not identify the actual location of the file. So before you type "-P8", you must tell ProDOS where to find the file, and you do this by entering the name of the

current "prefix".

The prefix is that part of a pathname which points to a particular directory. "/SYSTEM/SYSTEM" is an example of a prefix; when ProDOS is told that this is the prefix, then typing "-P8" will run the program, as ProDOS will append (add) that file name to the current prefix. You may have typed "-P8", but ProDOS will actually look for a file called "/SYSTEM/SYSTEM/P8". "P8", without its prefix, is known as a "partial pathname"; that is, it is a pathname that does not completely identify the location of a file.

If you are currently in Basic.System (the Applesoft interface to ProDOS), you can set the prefix with the command "PREFIX", followed by the partial pathname. "PREFIX /SYSTEM" will set the prefix to the volume /SYSTEM; "PREFIX /SYSTEM/SYSTEM/DESK.ACCS" will set the prefix to the DESK.ACCS subdirectory.

Paper Chase

Desktop programs, such as the IIgs Finder, use the subdirectory concept in a slightly different way. In these programs, directories are not called by that name, but are instead referred to as "folders". The analogy used is that of "file folders", each of which contains other folders, and inside these folders are programs, data files, or other subdirectories. The icons used on the desktop reflect this nomenclature: directories are represented by "folder" icons, while data files for applications are shown as "pages" inside a folder.

There are a few more limitations on files and pathnames: (1) a pathname, or a partial pathname, cannot exceed 64 characters in length; each slash counts as one character. Keep your directory names short; if you must type in the complete pathname of a file often, you will appreciate short names. On the /C volume of my hard drive, I have subdirectories named COM, AW, AWGS, and UT, among others. These names can be typed much more quickly than can the words COMMUNICATIONS, APPLEWORKS, APPLEWORKS.GS, and UTILITIES. (2) The root directory cannot contain more than 51 files. If you attempt to add a fifty-second file, you will get an error message. With this many files in the root directory, you should be using more subdirectories to store the files; the only files which should be in the root directory are those files that will not run from a subdirectory. (3) AppleWorks version 2.1 cannot read more than the first 130 (or so) files in a subdirectory. Refer to item 2, above. You should keep the number of files in an individual directory to a reasonable number — I have found fifty to be a comfortable limit. More files than that, and you waste time looking at file names that you don't really need to see. Create subdirectories for related files.

For more information on ProDOS itself, read the Apple IIgs ProDOS 16 Reference Manual, published by Addison-Wesley, and the ProDOS 8 Reference Manual by the same publisher. A GS/OS Reference manual is currently in beta draft form, and available from APDA (the Apple Programmers and Developers Association). The finished version of the GS/OS Reference is due later this year.

Real Soon Now

With any luck, by the time you read this item Applied Engineering's TransWarp GS will be shipping. A+ Magazine is scheduled to have a full review of the finished product in the April issue. I have one on order, but I don't expect to see it until April at the earliest; AE says that the first run is already spoken for. However, unlike AE's memory expansion cards, the TransWarp GS will have only a one year warranty, and not five; AE says that this is due to the new technology used in the manufacturing of the TransWarp GS.

HyperStudio, from Roger Wagner Publishing, is still waiting on FCC certification for the digitizing hardware, but may be shipping in early March. Neil Shapiro,

Chief Sysop of the MAUG(tm) Forums on CompuServe, has offered to give Roger a support section on the APPHYPER Forum, if he wants it. APPHYPER is dedicated to hypertext applications in general, although most of the message traffic (and the software libraries) contain information and programs for the HyperCard application for the Macintosh.

Claris Corporation is working on an update to AppleWorks GS, which was scheduled to be sent to all registered owners at the end of February. If you have not yet sent in your registration, you won't be getting the update!

Glen Bredon, the author of ProSel, has released a new version of ProSel for the IIgs only. ProSel-16 is a sixteen-bit version of the utilities package: the Cat.Doctor (now called ProSel Utilities), File.Finder, and Information Desk programs have been rewritten for 16-bit operation. The ProSel Utilities now contains Volume Copy, Compare Files and Compare Disks options, as well as a File Dump (to screen or to printer). The upgrade price is $20 for current registered owners of ProSel, or $60 if purchased new. If you received ProSel through the Sider bundling, the cost is $50. (Glen E. Bredon, 521 State Rd., Princeton, NJ 08540)

Fun Stuff

New games for the GS:

Dungeon Master, from FTL Games / Software Heaven, Inc. (P.O. Box 112489, San Diego, CA 92111); a graphic adventure. The usual action: find the objects which you need to complete the adventure, join a band of comrades, get killed by ravenous beasts. Requires 1 MB RAM; copy protected, must be booted from master disk.

Impossible Mission II, from Epyx (600 Galveston Drive, Redwood City, CA 94063; 415.366.0606. Elvin is back, and he still wants to rule the world. Your mission: infiltrate his stronghold, evade his robot guards and security cameras, and stop him! You race against the clock in an effort to stop Elvin before it's too late for the world. Requires 512K; joystick useful, but not required; copy protected, but can be launched from the Finder; compatible with GS/OS.

Araknoid, from Taito (11715 North Creek Parkway South, Suite 110, Bothell, WA 98011; 604.984.3040. A "Breakout"-like arcade game, originally released for the Amiga. Requires 512K; stereo sound; uses mouse for movement; copy protected (key disk); GS/OS compatible; can be launched from Finder.

War In Middle Earth, from Melbourne House (711 W. 17th St., Unit G9, Costa Mesa, CA 92627; 714.631.1001). A graphic adventure, based on the Lord of the Rings books by J.R.R. Tolkien. Requires 768K; not copy protected; can be launched from the Finder; GS/OS compatible.

Rumors

Sears, Roebuck will be approved by Apple as an authorized seller of the Apple II line...A new piece of hardware for the IIgs will be introduced at the Boston AppleFest; probably not the IIgs Plus (sorry), but possibly an upgrade for the video...

II Good II Die

Once again, rumors of the impending demise of the Apple II line are making the rounds, fueled by the observation that Apple Computer hasn't released an upgrade for the IIgs, and this model is over two years old. Meanwhile, three new Macintoshes have debuted.

The Apple II is not dying. Since the introduction of the IIgs, there has been one upgrade to the video graphics controller (to correct a bug), a ROM upgrade (with another expected this summer), and the final release of a purely 16-bit operating system, GS/OS. Maybe these items do not seem to be very

exciting, but their existence proves that Apple has not abandoned the II. GS/OS, for example, has been in development for several years. If Apple had plans to drop the II, then they would have had no reason to release GS/OS; better to let the line die than to spend more money on its support. And the IIc+, although panned by some computer magazines as being "a step backwards", is a herald to the coming of the much-rumored IIgs Plus; why improve your bottom-of-the-line model, giving it a speed advantage over your top-of-the-line machine?

Applied Engineering is also betting on the continued existence of the Apple IIgs. The TransWarp GS will be shipping at about the time that you read this (early March); for the millions of current IIgs owners, this card will raise the system speed of the IIgs above that of the IIc+, or a IIe or IIc with a Rocketchip, Zip Chip, or TransWarp installed.

Third-party companies do not support dead computers, if they can't make money from them. If the II were truly obsolete, then many users would start looking for a better machine, something which was closer to the "state of the art". Third-parties won't produce new products, if they feel that their potential clients would rather buy a new computer than consider upgrading their current system with add-in cards and new peripherals.

But I'm not saying that the Apple II, as we now know it, will exist indefinitely (although, that is a nice thought). The IIgs, to be an "Apple II", was given the capability to run most of the software that was already written for the previous II models (][+, //e, //c). The next generation of the IIgs may not have that capability, at least not built-in. Many II owners have complained that the IIgs doesn't have the graphics resolution of the Amiga, or the speed of a TransWarp-equipped IIe. These improvements are coming; but the cost of maintaining compatability with older, pre-IIgs programs may be too high, and we'll see a IIgs that can run only programs written for the IIgs. Perhaps an add-on emulation card will be produced, for those users who still want to run older programs, and can't afford to buy a IIe on which to run them.

If you're waiting for a low-end Macintosh, something that will run both IIgs and Macintosh software, then you're in for a long wait. John Sculley has stated that there will be no low-end Mac for at least another year. A better possibility is the announcement of an emulation card that will allow the IIgs to run Macintosh software.

Given the installed base of Apple II computers, abandoning the II line would be a very bad move for Apple; disappointed users might consider buying someone else's machine, possibly a MS-DOS compatible unit, rather than purchasing a Macintosh. If that happens, Apple will lose the support of many software and hardware developers, who won't produce new products. Perhaps a new, post-II hacker user would emerge to support the officially dead machine, just like the hackers who helped push the Apple II to its original status as a machine with which you could work, and configure to your own needs, rather than accepting the "standards" set by the computer manufacturer.

A good idea may change over time, as the evolution of the Apple II will attest, but a good idea will never die. (In the Woody Allen movie, "Sleeper", Allen's character finds a dust-covered car that has been hidden inside a cave for two hundred years. He enters the vehicle, and to his amazement, the engine starts on the first try, and the car is still mechanically sound. What was the car? A Volkswagen Beetle. And the Apple II has often been called the Volkswagen of computers.)

This article appeared in the February/March 1989 edition of Harvest - The Journal of the Northern Illinois Computer Society, and was reprinted with the permission of the author, who is the President of the Apple IIgs Users Group, within that organization.

Here's a handy little formula which will give you the value of the characters at a specified location on the screen:

```
X = 1024 + (40 * INT(I/8)) + (128 * (I-8 * INT(I/8))) + J
```

where I is the row number (0-23) and J is the column number (0-39).

What's it good for? Mike Ching, of Kula Software in Hawaii, says he originally devised the formula while creating a simple printer dump routine which prints the contents of the screen. Further:

"The routine itself was fairly simple once the formula was worked out. First, the output is directed to the printer and the printer is initialized (lines 60010 - 60020). The outer FOR...NEXT 'I' loop (line 60030) accesses each line on the screen, while the inner FOR...NEXT 'J' loop (line 60050) reads each character on the line. As the character is read (line 60060), it is appended to a string variable which is used to hold the contents of the screen line. After the entire line is read, the contents of the line is printed out (line 60090). This continues until all the lines of the screen are printed out. Finally, the output is redirected to the screen (line 60110)."

```
10 REM screen dump example
20 HOME
30 LIST 60000 -
40 GOSUB 60000: REM do screen dump
50 END
60000 REM screen dump
60010 PRINT CHR$(4) "PR#1" : REM  printer slot
60020 PRINT CHR$(9) '80N" : REM init string ^I 80N
60030 FOR I = 0 to 23
60040 L$ = ""
60050 FOR J = 0 to 39
60060 X = 1024 + (40 * INT(I/8))
        + (128 * (I - 8 * INT(I/8))) + J
60070 L$ = L$ + chr$(peek(x))
60080 NEXT J
60090 PRINT L$
60100 NEXT I
60110 PRINT CHR$(4) "PR#0"
60120 RETURN
```

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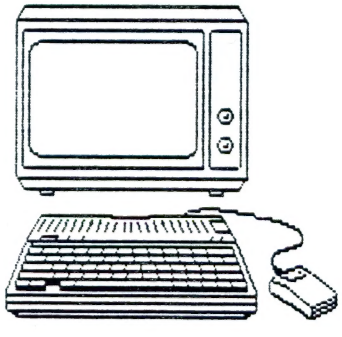
JIM'S VIEWS-MAY '89

Including the BEGINNERS' BASIC COURSE, and other tidbits which may cross my mind. FEATURING THE SPREADSHEET

THE SPREADSHEET

This month we are going to introduce you to the SPREADSHEET. The following, which best describes a SPREADSHEET, is from the Apple IIgs Owner's Guide and is copied without permission.

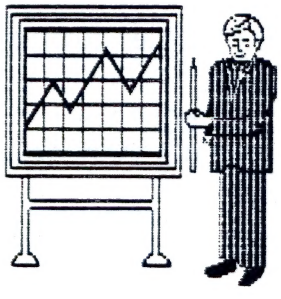
"SPREADSHEET APPLICATIONS are for working with numbers ... The traditional spreadsheet application starts you off with a blank screen laid out in **rows** and **columns** like a ledger. The rows in a spreadsheet are numbered; the columns are lettered. The intersection of a row and a column is called a **cell**. You describe different locations on the spreadsheet the way you describe locations on a map _ for example. A1 is the intersection of column A and row 1; B12 is the intersection of column B and row 12, and so on.



With a paper ledger, you fill in your assets and liabilities in pencil, and then you add, subtract, and otherwise manipulate the numbers to arrive at a total _ the bottom line. If any of the numbers change, or if you want to change one of the numbers to see how a different pricing strategy would affect the bottom line, you have to recalculate all the numbers 'by hand.'

With an electronic spreadsheet, you still have to fill in the assets and liabilities, but you can write **formulas** that define the relationships between the various cells. Instead of just adding up the numbers in cell C5, C6, and C7, and putting that total in C9, you define cell C9 as the sum of C5+C6+C7. Once you've defined the relationships between your numbers in this way, you can change a few numbers (to try out a potential investment or a change in salary) and the application will recalculate all the related values for you.

In the hands of a numbers person, accustomed to formulas for figuring out depreciation, amortization, and such, a spreadsheet is a formidable tool. For the average person, it's just formidable...."



Before I attempt to eliminate the "formidable" from the spreadsheat, forgive me if I regress and give you a little history. The electronic spreadsheet was "born" in 1981. It was called **VISICALC** and was developed by two students at the Harvard Business School. As far as I know, it was developed for the Apple II. It required, besides an Apple II or II+ with "at least 48k of memory", some 5-1/4" disk, and TV set or other monitor. Optionally, you could use the Apple Language System to increase the memory by 16k. (It is amazing what can be done with 48k of memory).

This one program did more to sell Apple Computers in those days and truly was the turning point for personal computers. With his new found tool, companies were able to develop: sales forecasts; production schedules; budgets; etc. without the hassle of calling on their mainframe which usually had a 3 month back log, and required a

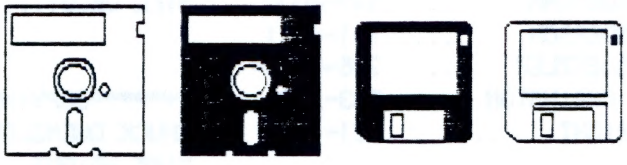
special directive from the president to get the necessary computer time. At the time, there were many stories going around about how middle management know more about what was going on than top management because they had an unauthorized Apple in the back room. So much for this.

As has been stated the spreadsheet consists of a large number of **cells** and the way you work on them is 'one cell at a time' to coin a phrase. A cell is either a **LABEL** or a **VALUE**. A label is any character string which is **NOT** going to be mathematically manipulated. A **VALUE** is any number with is going to be used in a calculation. Don't get confused here. Suppose you had a check number 1234 made out in the amount of $125.25. The check number "1234" is a label and the check amount is a value.

Once you have constructed a spreadsheet (ie. entered all the labels, values and formulas) you now have what is called a **template** which is all ready to use. All you have to due is enter the required values and the spreadsheet will do all the calculations and give you the "bottom line". It is not the purpose of this article to teach you how to construct a template. However, there are thousands of templates available for AppleWorks. Most of them are Public Domain. We have some in our library. Others are published in the computer magazines. The february issue of InCider has one called "Retirement Planning". A good source for these templates on a disk is the BIG RED COMPUTER CLUB, 423 Norfolk Ave., Norfolk, NE. 68701.

The biggest trick is to find the template that is "tailor made" for your requirements. I find that my spreadsheet requirements are rather simple and can best be satisfied if I make my own. If you want to get into spreadsheets, attend the next meeting, make a simple spreadsheet to get the hang of it, then copy a template out of a magazine. After that you are on your own. You can construct as good a spreadsheet as anybody if you want to take the time, or you can purchase ready made templates.

The spread sheet is a powerful tool which has many applications. If you want to get the most out of your computer you should know how to use it.



TUTORIAL SESSION FOR THE APPLE IIgs

From some of the questions I have been asked I suspect that a number of our members really do not understand their Apples and particularly its operating system or ProDos. Without some basic knowledge of what the Disk Operating System does Apple Users and especially those with the Apple IIgs will have a difficult and frustrating time with their computers.

If anyone would like some help with their computer, give me a call at 822-8537. My computer room is small, but I will be happy to give a sessions on the Apple II family of computers for up to 3 people at a time.

Good Luck - Jim Blech

HELPLINE

The SCAT HELPLINE is a free consultation service for SCAT members only. Be prepared to give your club membership number when you call. Assistance is for owners of original software who have a manual. Please appreciate and respect our unpaid volunteers' time. (new helpers always welcome)

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WHO TO CALL WHEN YOU DON'T KNOW WHO TO CALL:
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LOREN DAMEWOOD.....345-2682
LOUIS COEYMAN.....347-8000
BILL ANDERSON.....791-4371
CHUCK QUENZLER.....796-6900*
DENNIS SWAINSTON.....733-2206
MIKE WRIGHT.....821-1792

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WHO TO CALL FOR GENERAL HELP ON SPECIFIC TOPICS:
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****** BASIC PROGRAMMING ******
LOUIS COEYMAN.....347-8000
CURTIS GRAY.....595-5551
MIKE WRIGHT.....821-1792

**** EDUCATIONAL SOFTWARE *****
LYNN KLEIN.....391-1504
ED WARTICKI.....796-9665

******* GAME SOFTWARE *******
DENNIS SWAINSTON.....733-2206

********** GRAPHICS **********
TONY CAPINEGRO.....596-0886
DENISE ROHDE.....541-2107

********** HARDWARE **********
MIKE WRIGHT.....821-1792
LOUIS COEYMAN.....347-8000

****** HARDWARE REPAIRS ******
LOUIS COEYMAN.....347-8000

********** PRINTERS **********
DENISE ROHDE.....541-2107

******* STOCK MARKET *******
ED WARTICKI.....796-9665

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HELP WITH SPECIFIC SOFTWARE:
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ACCOUNTING/SPREADSHEET PROGRAMS
:BPI ACCOUNTING
LYNN KLEIN.....391-1504
DENISE ROHDE.....541-2107
:VISICALC
TED HARRIS.....797-1367
:ADVANCED VISICALC
DENISE ROHDE.....541-2107

CHECKBOOK/HOME FINANCE PROGRAMS
:DOLLARS & SENSE
JIM BLECH.....822-8537
SUE HEYMAN.....725-5344
:TIME IS MONEY
BILL DECOT.....784-4317

*******COPYING:COPY II+:*********
CHUCK QUENZLER.....796-6900*
MIKE WRIGHT.....821-1792
BILL ANDERSON.....791-4371

**********PROSEL**********
LOREN DAMEWOOD.....345-2682

******* DATA BASE PROGRAMS *******
:GENERAL MANAGER
SUE HEYMAN.....725-5344
:PFS
TERRY SHAW.....535-4185
:QUICKFILE IIE
DENISE ROHDE.....541-2107
:DBMASTER VERSION 5
LOREN DAMEWOOD.....345-2682

GRAPHICS:FANTAVISION/PRINT SHOP
BOB GIBSON.....733-9167
BILL ANDERSON.....791-4371

INTEGRATED SOFTWARE: APPLEWORKS
BILL DECOT.....784-4317
PETE FIFER.....461-4130
TERRY SHAW.....535-4185
BILL ANDERSON.....791-4371
DENISE ROHDE.....541-2107
REINHARD SCHNEIDER.....581-2039
MIKE WRIGHT.....821-1792
MADELEINE DANIELS.....527-9386

*********APPLEWORKS GS*********
LOREN DAMEWOOD.....345-2682

* MAIL LISTS:FIRST CLASS MAIL *
REINHARD SCHNEIDER.....581-2039

STOCK:DOW JONES MARKET ANALYZER
BILL NOBELS.....784-8923
REINHARD SCHNEIDER.....581-2039
ED WARTICKI.....796-9665

** TELECOMMUNICATIONS/MODEMS **
ROBERT HAWORTH.....581-6631
LOREN DAMEWOOD.....345-2682

*** WORD PROCESSING PROGRAMS *
:APPLEWRITER II/IIE
CURTIS GRAY.....595-5551
SUE HEYMAN.....725-5344
ED WARTICKI.....796-9665
:MAGIC WINDOW
EARL GREENE.....527-4912
CHUCK QUENZLER.....796-6900*
:WORDHANDLER
JIM BLECH.....822-8537
:WORDSTAR (CP/M)
TED HARRIS.....797-1367

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HELP WITH SPECIFIC HARDWARE:
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FINGERPRINT CARD:
CHUCK QUENZLER.....796-6900*

FRANKLIN COMPUTER:
MARY ELLEN GARDNER.....867-5605

GEMINI 10X PRINTER:
MADELEINE DANIELS.....527-9386

MUSIC SYNTHESIZER:
BOB GIBSON.....733-9167

QUIK LOADER CARD & RAMWORK CARD
CHUCK QUENZLER.....796-6900*
MIKE WRIGHT.....821-1792

VIDEO DIGITIZER:
TONY CAPINEGRO.....596-0886
LOREN DAMEWOOD.....345-2682

* PLEASE CALL CHUCK QUENZLER NOON TO 10:PM ONLY

May, 1989

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 Azalea Middle School Computerfest	2 SCAT Meeting 6:30 PM at the Drew Street Library	3	4	5 Boston Applefest begins	6 Pinellas Park Boys Club Computerfest
7 Pinellas Park Boys Club Computerfest	8	9	10	11	12	13
14	15	16	17	18 ACES Meeting 10:00 AM at the Drew Street Library	19	20
21	22	23	24	25	26	27
28	29	30	31			

Azalea Middle School Computerfest
7:00 PM, May 1st.
7855 22nd Ave. No.
St. Petersburg, Fl.
Ph. 345-0365

Pinellas Park Boys Club Computerfest
Noon to 8:00 PM, May 6th, 8:00 AM to 3:00 PM, May 7th
7790 61st St. No.
Pinellas Park, Fl
Ph. 544-8668

SUBSCRIPTIONS TO SUNCOAST APPLE NEWS

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